

HGZine

Issue 12 | January 2007

Free Magazine For Handheld Gamers. Read it, Print it, Send it to your mates...

EXCLUSIVE!

DESTROY ALL HUMANS!
BIG WILLY UNLEASHED

Prepare for invasion with our exclusive feature

Sega Superstars Tennis

All the latest info and shots

PLUS
THE DS AND PSP
GAMES YOU NEED
TO BUY!

The Fast and the Furious

Exclusive interview with the
developers of this hot new racer!

FULL REVIEWS!

PSP



Medal of Honor 2

The war rages on

DS



The Golden Compass

Reviewed inside

PSP



Patapon

The beat goes on...

PLUS!

News and reviews
of the latest
mobile games

Welcome to HGZine

We're coming into that period of the gaming year when it's usually pretty quiet, and the release schedule is as quiet as a church mouse that's lost his voice due to a cold and is also tiptoeing everywhere in very soft slippers.

Although this year things look a bit better for gamers, and this issue is the proof. I mean, with *Destroy All Humans!*, *Patapon*, *Sega Superstars Tennis*, *Professor Layton* and *Medal of Honor* all in one game-stuffed magazine, then this sounds more like an action-packed new year to me.

Even more exciting though, is the news that Ubisoft are bringing *Assassin's Creed* to the DS very shortly. The news arrived just too late for us to do anything in this issue, but we promise to have plenty on it next month. So enjoy the mag and hey, don't forget to write.

Dean Mortlock, Editor
HGZine@gamerzines.com

READER FEEDBACK!
Click here to tell us what you think of the new issue!

MEET THE TEAM

They play games for a living, drive around in fancy sports cars and live in castles made of gold – they are... the writers.



Kath Brice

It's all alethimeters and polar bears for Kath this month. And yes, we did have to look up how to spell that.
PLAYING THIS MONTH: The Golden Compass



Chris Schilling

Playing everything from *Patapon* to *Dragon Quest*, this man's gaming brain is clearly without equal.
PLAYING THIS MONTH: Patapon



Mark Ramshaw

Naturally sporty Mark is no stranger to the tennis court, as he's often found painting the white lines.
PLAYING THIS MONTH: Sega Superstars Tennis



Damien McFerran

This is the man to thank for our mobile gaming section. Rumours are that he has thumbs of steel.
PLAYING THIS MONTH: PES 2008 (mobile version)

DON'T MISS!
This month's highlights



DESTROY ALL HUMANS! BIG WILLY UNLEASHED

The classic PS2 game is coming to a PSP near you soon, so we spoke to the developers to get the full story



THE GAMES YOU MUST OWN

Just got a PSP or DS? Here's a complete guide to the essential games that your new console can't possibly live without

The Fast and the Furious

Go, speed racer...



Geometry Wars Galaxies

Retro gaming at its best



QUICK FINDER

Every game's just a click away!

SONY PSP

Harvey Birdman:
Attorney at Law
Destroy All Humans!
Big Willy Unleashed
The Fast and the Furious
Medal of Honor Heroes 2
Patapon
Beowulf
PSP News Roundup

NINTENDO DS

Professor Layton and
the Curious Village
Dragon Quest
Monsters: Joker
Sega Superstars Tennis
The Golden Compass
Final Fantasy XII:

Revenant Wings
Geometry Wars Galaxies
Crazy Pig
Boogie
DS News Roundup

MOBILE PHONE

News
Reviews



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If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

GEOMETRY WARS™ GALAXIES

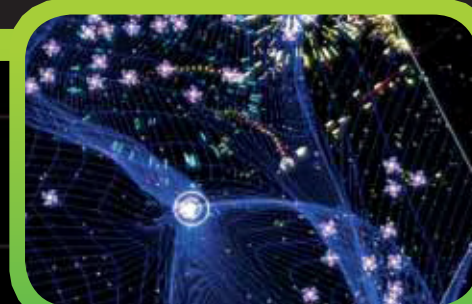
The planet's most intensely fast arcade shooter
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Wii NINTENDO DS



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DS

Layton and his young apprentice encounter various bizarre characters in the titular hamlet, many of which pose a riddle which needs solving

PROFESSOR LAYTON
and the
CURIOUS VILLAGE

Publisher: Nintendo

Developer: Level 5

Heritage: Rogue Galaxy,
Jeanne D'Arc

Link: www.layton.jp

ETA: Spring

**PREVIEW
FEEDBACK!**
Click here to tell us
what you think of
Professor Layton



The first game was such a huge success in Japan that a second game has already been released. It's part of a trilogy, with the third due to launch later this year

**"We've played a fair bit of
the Japanese version and
we were thoroughly
impressed by what we saw"**

No.053 30 PICARATS COINS: 60

Can you get the red ball out of the maze?

Slide obstructing blocks out of the way to
clear a path for the ball.This Problem can be solved in as few as
12 moves.

RESTART

HINTS 123

QUIT

The puzzles start off easy,
but get progressively
tougher (as you'd expect)
as the game goes on



Circle the village!

HINTS 01

QUIT

CLEAR

SUBMIT



The graphical style, as
you can see here, is
stunning throughout

Professor Layton and the Curious Village

LATEST
NEWS

People are strange, when you're a stranger...

What's the story?

Square-Enix stalwart Level 5 self-published this puzzler-cum-adventure in Japan last year, to critical acclaim and the sound of ringing tills. Almost exactly a year on, US gamers are set to get their hands on this, with a UK release rumoured to follow fairly shortly.

What do we know?

We've played a fair bit of the Japanese version with the help of a translation guide, and we were thoroughly impressed by what we saw. Part of the delay has been down to translating the beautifully-animated and fully-voiced cartoon story sequences, which tie the game's puzzles together. These are very reminiscent of the award-winning French animated film *Belleville Rendez-Vous*, and the overall presentation is polished and charming. Level 5 isn't as big over here as in Japan, so Nintendo is publishing the game in the West – in the East it found favour with the *Brain Training* crowd, thanks to its stylus-chewing brainteasers, and we expect the Touch Generations branding to shift a few units on these shores.

When do we get more?

A tentative date of 'Spring' is all we have for now. Fingers crossed for a more concrete announcement from Nintendo soon.

Anything else to declare?

The game is set to be one of the first DS titles to benefit from downloadable content through Wii to DS wireless connectivity from Nintendo's forthcoming WiiWare service.

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PSP



Here's sidekick Peanut, rather appropriately playing a PSP. The series' self-referential humour transfers well to the game

"The game is split into investigative sections and court-based questioning"

Exploration, and examining suspicious areas and objects is all part of a case – and the game uses a 'lives' system to punish any mistakes

Harvey Birdman: Attorney At Law

Phoenix Wright, watch your back

LATEST NEWS

What's the story?

From the warm critical and commercial response to the *Ace Attorney* series on DS, Capcom have obviously decided that the handheld lawyer sim is a lucrative new genre. So this time they've roped in the winged ex-superhero protagonist from the Cartoon Network animation of the same name (shown under their Adult Swim programming) for some more point-and-click style courtroom shenanigans.

What do we know?

Take a glance at the screenshots and you'll see that it's not just the idea that seems to have taken pointers from *Phoenix Wright*. Again, the game is split into investigative sections and court-based questioning, with witnesses to be interrogated and statements pressed for more info or contradictions. It's all presented with the same rudimentary charm of the animated series, while the surreal humour that's the hallmark of the show is in abundance.

When do we get more?

Our US chums should be playing this right about now. There's no official announcement of a UK release just yet, but it's surely only a matter of time. Particularly if sales are impressive.

Anything else to declare?

There's loads of voice acting throughout, which is a welcome change from the text-based antics of our friend *Phoenix*.

PREVIEW FEEDBACK!
Click here to tell us what you think of *Harvey Birdman*

Press or Present? The choice is yours. As you can see, the interface will be familiar to players of Capcom's other lawyer sim



Gigi

Harry Birdman and I recently got back together, we are married.



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DS

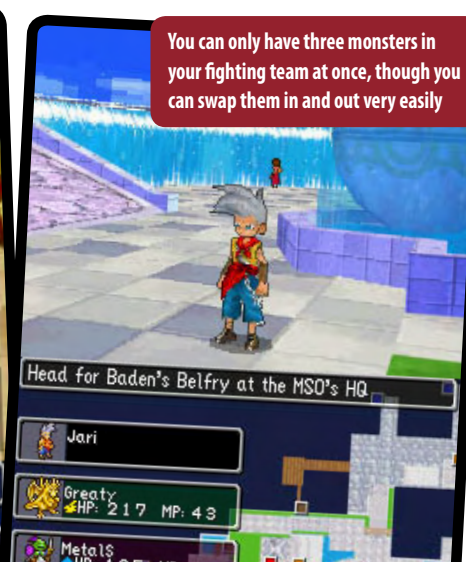
DQM
Dragon Quest Monsters: Joker

Publisher: Square-Enix
Developer: Square-Enix
Heritage: Dragon Quest series, Final Fantasy series
Link: <http://na.square-enix.com/dqmj>
ETA: Feb/Mar

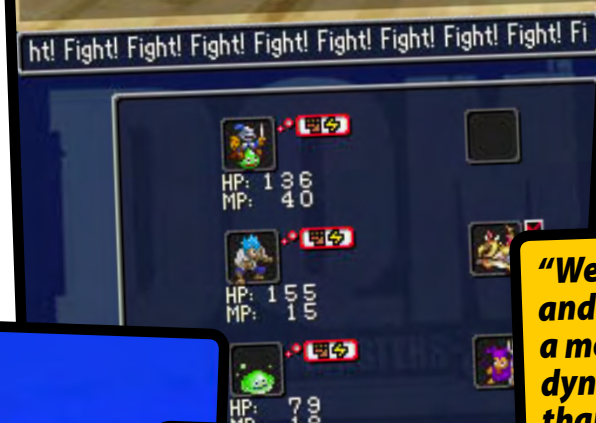
PREVIEW FEEDBACK!
Click here to tell us what you think of *Dragon Quest Monsters: Joker*



To make the 3D visuals even more impressive, the camera moves and zooms during the fights, making them exciting to watch



You can only have three monsters in your fighting team at once, though you can swap them in and out very easily



"We've played it and it's certainly a more visually dynamic game than Pokémon"



Most of the monsters will be familiar if you've played *Dragon Quest VIII*, though there are quite a few more supplementing those from the PS2 game



Now that's something you don't see every day...

Dragon Quest Monsters: Joker

Holy Pokémon clone, Batman!

LATEST NEWS

What's the story?

It's the first game in the long-running Japanese series to make it to these shores, presumably as a direct result of the success of *Dragon Quest VIII* on PS2. The concept is simple – it's a monster-battling RPG, which bears an uncanny resemblance to a certain other monster-battling RPG we could mention...

What do we know?

We've played through the English-language version, and it's certainly a more visually dynamic game than *Pokémon* – here everything is presented in full 3D with some lovely cel-shaded graphics that are remarkably similar to the PS2 game. And the monsters (lovingly designed by Manga legend Akira Toriyama) actually physically attack each other, which makes a pleasant change. Plus, there's the usual cornucopia of rare and not-so-rare critters to collect, ensuring you'll be playing this for weeks to come trying to gather them all up.

When do we get more?

February or March, according to our contact at Square-Enix, so we should have a review for you in Issue 13 of HGZine.

Anything else to declare?

The game has WiFi functionality, for those that fancy an online monster smackdown, though the strange system in Japan only allowed matches during certain hours of the day. Hopefully, this will have been altered in time for its UK release.



PSP

Incoming

Coming soon to your handheld

Fading Shadows

Publisher: Ivolgamus | ETA: Q1 2008

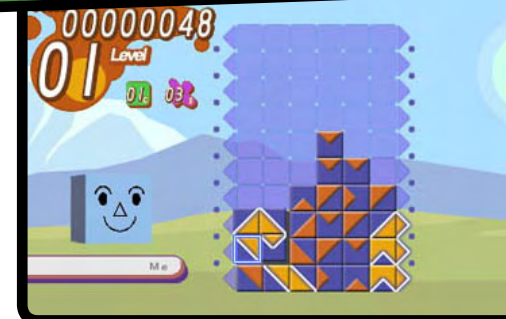
It's a big month for PSP puzzlers, and *Fading Shadows* looks perhaps the most original of the ones we've seen. You control a beam of light, which is used to guide an orb through the obstacle filled levels. The orb can transform into different states to pass certain sections, while the light intensity needs to be adjusted to ensure it doesn't. Intriguing stuff and a review next month.



Puzzle Guzzle

Publisher: Agetec | ETA: Spring 2008

An intriguing spin on the traditional tile-matching genre, *Puzzle Guzzle* requires you to rotate marked blocks to make geometric shapes – from triangles to diamonds – in order to make them disappear from your grid. As you'd expect, things soon get palm-sweatingly frantic, and the two-player competitive mode will undoubtedly be hugely addictive. It's doubtful it'll topple *Lumines* as the PSP's premium puzzler, but it's a nice idea and well presented.



Blood Bowl

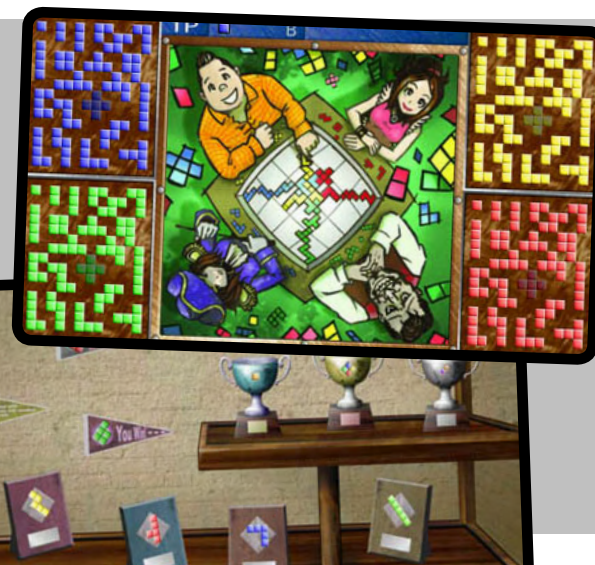
Publisher: Focus Home Interactive | ETA: Q3 2008

The popular Games Workshop tabletop sports game is being recreated for the PSP, and is due for release in the second half of the year. Developer Cyanide has promised the game will be a faithful representation of the board game, which is essentially a parody of American Football – pitting orcs against dwarves in a violent battle that's equal parts gridiron and *Speedball*. Little else is known so far, but we'll bring you more info when we get it.

Blokus Portable: Steambot Championship

Publisher: Majesco | ETA: Q2 2008

The rules of *Blokus* are simple – players take it in turns to place blocks, while ensuring that no matching colours are connected along any side, just at the corners. Majesco has come up with a strange idea to liven up this portable version, as the game uses characters from the quirky PlayStation 2 RPG, *Steambot Chronicles*. We're intrigued and we'll have more very soon.

COMING
SOON

MX vs ATV Untamed (7th March)... World Championship Poker 3 featuring Howard Lederer (7th March)... Flatout Head On (Q1 2008)... Decathletes (Spring)...
The Chronicles of Narnia: Prince Caspian (May)... Wall*E (Summer)... Professional Bull Riders (October)... Martial Arts: Capoeira (Q4 2008)

DS iNcOmING

Coming to a dualscreen near you!

FIFA Street 3

Publisher: EA Sports | ETA: 22nd February

With a more effective and charming visual treatment – the caricatured players in particular look brilliant – the *FIFA Street* series continues on DS next month, with a host of improvements to the gameplay as well as the graphics. There's a brand new touchscreen-based control scheme, which makes far better use of the console, while a new Kick-ups mini-game is exclusive to the DS version. We should go hands-on with this very soon, so expect the HGZine review treatment next month.

Making Magic

Publisher: Nintendo | ETA: 14th March

Formerly known as *Master of Illusion*, Nintendo's Paul Daniels sim is making its way to DS in March, complete with a free pack of cards to test your sleight-of-hand skills. It's not just a learning tool to get you into the Magic Circle, though – there are mini-games to try out, and it's surprisingly versatile and enjoyable. Particularly if you've got a willing audience to impress with your best tricks. This is shaping up to be another solid addition to the DS line-up.

Ratatouille: Food Frenzy

Publisher: THQ | ETA: 15th February

The second game on DS based on the wonderful Pixar film, *Ratatouille: Food Frenzy* has clearly taken pointers from Majesco's super-successful *Cooking Mama* series, with a series of mini-games based on gourmet recipes. These involve puzzle and action elements as well as some rather familiar chopping and stirring stylus-based food preparation. Our biggest concern is that the rather limited number of meals (just ten) will make this a rather short-lived experience.

Bleach: The Blade Of Fate

Publisher: Sega | ETA: 29th February

Thanks to licensing issues, Treasure's splendid 2D beat-'em-up has taken an age to reach UK shores, but it's coming next month, and it's arguably the finest fighter on the handheld. With all the characters from the anime series, and a series of offensive and defensive moves performed by activating cards on the touchscreen, there's plenty of content and depth, while the scrapping is ferociously fast-paced and fun. Review (hopefully) next issue.



COMING
SOON

Sega Superstars Tennis (28th March)... Ninja Gaiden Dragon Sword (March)... Dragon's Lair (Q1 2008)... The World Ends With You (Spring)... Iron Man (May)...
The Incredible Hulk (June)... Lego Batman: The Videogame (Q3 2008)... Spectrobes II (Autumn)

MOBILE NEWS



Braveheart

Publisher: Artificial Life | ETA: Early 2008

It might be over a decade too late, but this forthcoming mobile interpretation of the Mel Gibson English-bashing medieval epic should be interesting. Developer Artificial Life has revealed that the game will boast a cutting edge 3D game engine and plenty of action and real-time strategy titles. Sounds interesting, and it could represent the perfect excuse to put on an exaggerated Scottish accent, don your kilt and cover your face with blue war paint.

Prince of Persia Classic

Publisher: Gameloft | ETA: Out now!

He may have graduated to the 3D realm, but the Prince is still eminently playable in 2D – as a recent Xbox Live Arcade release has proven – and he's also making an appearance on mobile phone handsets, too. All the gameplay of the original game is intact, but the visuals have been updated to reflect the Prince's new 'gritty' image. If Gameloft can replicate the success of the Xbox Live release, platform action fans will be in for a treat.



Indiana Jones and the Kingdom of the Crystal Skull

Publisher: THQ Wireless | ETA: May

In preparation for the new Indy flick hitting cinema screens this May, THQ has shrewdly acquired the mobile game rights. Expected to launch alongside the film, little is known about the game at present, although it wouldn't be unwise to expect a platform action title of some description. We're going on an expedition to find some shots and will report back shortly.



One

Publisher: Nokia | ETA: Spring

After the false start that was the N-Gage phone, Nokia has reassessed its stance on mobile gaming and is about to launch the highly anticipated N-Gage service, which will be incorporated into many new handsets. 3D fighter *One* is an early title and is showing lots of promise, with lush visuals and interesting brawling action.

Obviously inspired by the likes of *Tekken*, this could be the game that heralds a new era of mobile gaming excellence.



Devil May Cry: Dante's Awakening

Publisher: Capcom | ETA: Feb

Based loosely on the very successful and extremely enjoyable *Devil May Cry 3*, this mobile instalment should keep fans of the series happy. The 3D visuals obviously fall short of those seen in the PS2 original, but they're perfectly acceptable for gaming on the go.

Our only worry is that Capcom may struggle to shoehorn the complex commands and techniques of *DMC3* into the humble control system of your average mobile phone, but – as always – time will tell if they have succeeded.

PSP

HANDS ON

Destroy All Humans! Big Willy Unleashed

Publisher: THQ

Developer:

Locomotive Games

Heritage: Cars, Ratatouille

Link: www.destroy

allhumansgame.com

ETA: March

**PREVIEW
FEEDBACK!**
Click here to tell
us what you
think of *Destroy
All Humans! Big
Willy Unleashed*

It came from outer space...

In the bad old days we'd often lamented the fact that *Destroy All Humans!* wasn't appearing for the PSP. You see, we always thought that the classic free-roaming shooter would be perfect on the PSP. And so, finally, it would appear that THQ has agreed with us, and *Destroy All Humans! Big Willy Unleashed* is to be released shortly.

For those yet to experience the joys of *Destroy All Humans!*, then boy are you

in for a treat. You play the role of the alien Crypto, who's attempting to bring down the entire human race by blowing them up, attacking them with anal probes and exploding their heads to harvest their brain stems. The whole thing is done with a massive slice of humour and pays dutiful homage to the classic B-Movie sci-fi films of the 50's.

Disco fever

The third game in the series takes place in 70's America (the previous two were set in the 50's and the 60's respectively) and the same wild range of weapons are still available to you, so you get the Zap-O-Matic, the Disintegrator, the Zombie gun and, best of all, the Get Funky – which fires a disco ball of energy that shoots anyone nearby. Genius.

You can explore the town on-foot as Crypto, destroy it from the air in his spaceship or, new to the series, take control of the Big Willy of the game's title and pull it apart that way.

You may think you have an unfair advantage, but the humans soon start to fight back



It's hard to see how *Destroy All Humans!* on the PSP could possibly fail. It's the perfect game for the handheld format and the series' humour and original touches seem to be in place. To say that we're looking forward to this game is something of an enormous understatement. Review soon. ●

SPACED INVADERS

The best bits so far...



Mass destruction

Flying high

Fun with guns

Mass destruction

The joy of playing as a character the size of a house is that you can pick up ruddy great big objects and then hurl them at people. Also, as Big Willy is so, well, big, it's harder for the enemy to knock him down.

"The whole thing is a dutiful homage to the classic B-Movie sci-fi films of the 50's"

There's no way that the army could cover up this alien invasion

Check out our exclusive interview next page, feeble Earthlings!

PSP

HGZine



HOW COMPLETE?

95%

FIRST IMPRESSIONS

95%

Hopes are high for this explosive alien invasion



Destroy All Humans!

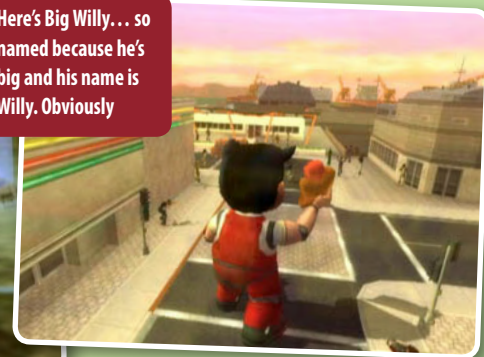
Still keen to find out more about next month's alien invasion? We spoke to the developers about bring *Crypto* to the PSP and here are their uncensored words. Remember: The truth is out there...



Getting in and out of your ship is simply a case of standing underneath it and activating the teleporter

"We've taken steps to poke fun at all those 70's hallmarks"

Here's Big Willy... so named because he's big and his name is Willy. Obviously



What made you decide on setting the new *Destroy All Humans!* game in the 70's? Was it mainly because that decade is so ripe for parody?

Those who've been following the series probably know each game is set in its own decade. With *Destroy All Humans!* *Big Willy Unleashed*, it was a no brainer

Hop into your spaceship and you have the pleasure of blowing large things up with even larger weapons



to continue the trend and set the game in the funky 70's, the decade of disco, leisure suits, fast food, Vietnam, gas shortages, social unrest, the proliferation of TV sitcoms, political corruption and the birth of the videogame era. And we've taken deliberate steps in this game to poke fun at all those 70's hallmarks.

The title is a little risqué – was that simply to show the kind of humour players can expect from the game?

I don't know what you mean (feigning ignorance). Actually there's a whole back-story as to why the game is filled with this level of double entendre. First of all, Furons procreate through cloning and have no reproductive organs and are, thus, sexually inexperienced. So it would be reasonable to conclude that

a sexually inexperienced Furon would have no idea his choice of words had tasteless connotations.

In addition, there's this whole 'Unleashed' fad of late when it comes to naming videogames – *The Force Unleashed*, *Godzilla Unleashed*, *The Sims Unleashed*, *Jaws Unleashed*... Since a big part of *Big Willy Unleashed* is poking fun of videogames, what better place to have a go than in the game's subtitle.

***Big Willy Unleashed* is a prequel to the forthcoming *Path of Furon* on PS3 and Xbox 360 – was the idea of two games to simply make the most of each format's strengths, or is there another reason?**

From the very beginning, we wanted to give Wii owners a unique experience in part by tailoring the game for the



motion sensitive controller. And our goal was to craft a story and play mechanic to highlight the strengths of the Wii Remote. So, rather than port *Path of Furon* to the Wii and shoehorn in a gesture-based control scheme, our



Much like divine intervention (but with aliens, obviously), Crypto gets help from a higher power



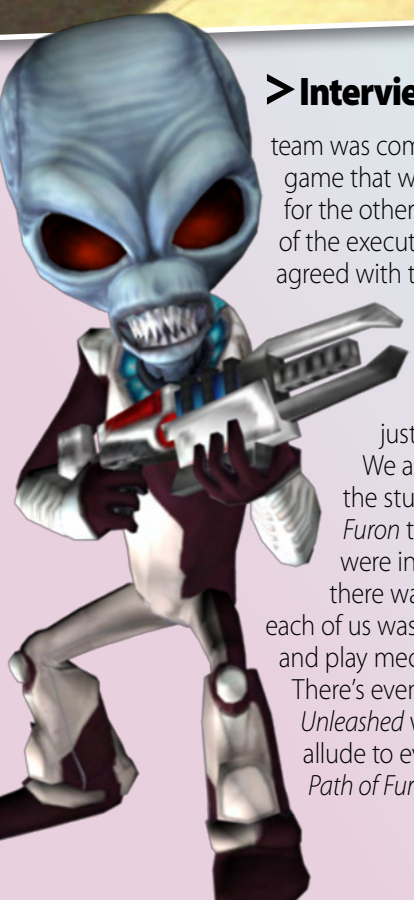
Playing as Big Willy is sure to be one of the highlights of the game

You may be the one in the spaceship, but the odds don't look that good here

"The Big Willy's mascot is, in reality, a robotic war machine"



Your spaceship can interact with objects on the ground in a number of ways



> Interview continued

team was committed to a whole new game that would stand on its own for the other platforms. To the credit of the executives at THQ, they agreed with this strategy even though it would be more costly to develop a completely different game than to just port *Path of Furon*. We also worked closely with the studio developing *Path of Furon* to ensure our two stories were in harmony and that there was no conflict in how each of us was extending the fiction and play mechanic of the franchise. There's even one point in *Big Willy Unleashed* where we unabashedly allude to events taking place in *Path of Furon*. And don't be

surprised to see Big Willy making a cameo in *Path of Furon*. But keep that last part just between us... [Okay – Ed]

Will gamers who haven't experienced a *Destroy All Humans!* game before be able to pick up on the story quite easily, and are there nods to the previous games for seasoned players?

This is an excellent question, and one to which we were very sensitive when it came around to commissioning the writers for our game. We're particularly pleased with a series of missions where a character from *Destroy All Humans 2* makes a reappearance – and you'll have to play through the game to find out exactly who that is and why that character has returned.

To get back to your original question though, there's nothing the player is required to know from the previous games to fully enjoy what we're offering in *Big Willy Unleashed*.

Tell us a little more about the Big Willy giant robot suit.

Big Willy's is a fast food franchise established by Pox (Crypto's boss) as a way to dispose of the human corpses piling up from Crypto's brainstem harvesting activities – putting the 'mister' in mystery meat. But a menu comprised of human-based ingredients is not the only secret up Big Willy's sleeve. In front of every Big Willy's restaurant is a gigantic fibreglass mascot that is, in reality, a robotic war machine literally armed to the teeth with Furon weaponry. This allows Crypto to 'go Godzilla' anywhere that there's a Big Willy's restaurant.

How does the PSP version compare to the other versions currently in development on Wii and PS2?

We knew early on that there would be challenges facing our development of three very different, very unique platforms. For the PSP, it was a matter

of creating a compelling experience for gamers on the go. Given the way our mission structure is designed, players will easily be able to spend 5-10 minutes playing a mission or just causing destruction throughout one of the many open worlds. We found that the PSP controls were very intuitive for a game like this, and gamers will quickly pick up on the on-foot, in-air and Big Willy control schemes. ●



DS

HANDS ON

Sega Superstars Tennis

It's love all for a game that puts Sega's classic game heroes in comedy tennis shorts

Much as we love Sega, we have to wonder what they were smoking when the idea of a Superstars game brand was floated. Let's be honest here, chances are that the average gamer on the street is going to expect a tennis game with the word Superstars in the title to feature actual tennis superstars. But no, instead of McEnroe, Navratilova and Rusedski at Wimbledon we get the likes of Sonic, AiAi from *Super Monkeyball*, and a bunch of other characters from Sega's

illustrious back catalogue battling it out on either side of the virtual net.

Still, as comedy sporting mash-ups go, *Sega Superstar Tennis* does look the business. Coding duties are being handled by Sumo Digital, the team responsible for the PSP edition of *Virtua Tennis*, so the graphics are among the finest you'll see on the DS, and snappy on-court action is all but assured.

Don't go expecting a simulation-style treatment of the sport, though. Instead, *Sega Superstars Tennis* plumps for knockabout humour and weird and wonderful court designs, with matches played out in places such as Sonic's Green Hill Zone, Lula's *Space Channel 5* world and Amigo's Carnival Park. And by ploughing through the four game modes, players can also unlock further strange environs, with a range of mini-games adding to the party game feel.

It's also worth noting that selecting which Sega star to control isn't merely a cosmetic choice. Each has a style of play that's true to those videogame roots. Thus, Sonic speeds and tumbles, while NiGHTS literally floats across the court. That Superstar element also comes into play on court, with the addition of an alter-ego for each of the



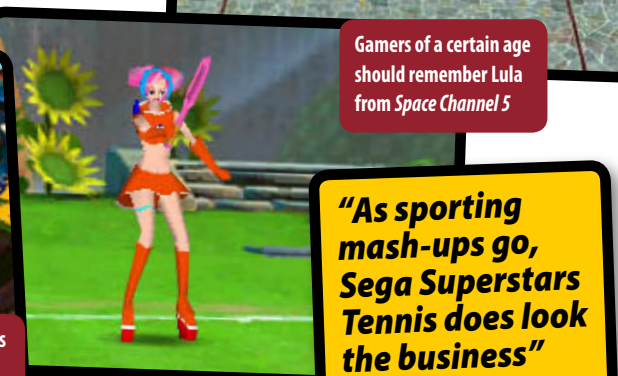
As you can see, the courts aren't exactly based on traditional surfaces

NiGHTS simply glides his way around the court – which some may see as an unfair advantage!



Gamers of a certain age should remember Lula from *Space Channel 5*

"As sporting mash-ups go, *Sega Superstars Tennis* does look the business"



sixteen characters – these temporary personality changes giving access to signature Superstar killer moves.

Sports games are inevitably double the fun when played with a friend, and *Sega Superstar Tennis* reassuringly offers both single and multiplayer options, with doubles matches also on-hand to crank up the lunacy dial just that little further, with some seriously mixed up character combos. Maybe it's not so different from Wimbledon, after all... ●

Roll over screen for annotations



Jet Set Radio's Japanese theme is recreated perfectly for the game

DS

HGZine



HOW COMPLETE?

85%

FIRST IMPRESSIONS

80%

Sega holds court in a game that cannot be serious

PSP

HANDS ON

The Fast and the Furious

Faster than a speeding footballer, the latest driving experience is about to hit PSP

"The cars go incredibly fast, and the feeling of speed is very well done"

Publisher: Koch Media
Developer: Namco Bandai
Heritage: Ridge Racer
Link: www.deepsilver.co.uk
ETA: 22nd February

PREVIEW FEEDBACK!
Click here to tell us what you think of *The Fast and the Furious*

Although it doesn't include it in its name, the third *The Fast and the Furious* film – *Tokyo Drift* – is the major inspiration for this game. So as you'd expect, the game has you tearing through the streets of Japan's capital city as fast as possible – and it's obviously up to you how furious you want to be while you're doing it.

It has to be said though, that *The Fast and the Furious* is up against some very stiff competition on the PSP, as the excellent *Need for Speed* series has been running happily on it for a few years now. Undaunted though, the developers (Namco Bandai) and the distributors (Koch Media) are convinced

that there's more than enough spark in their game to make sure that the opposition are left far behind.

Drifting along

If you flick over to the interview on the next page, you'll see that Namco Bandai are making a big thing about the game's Drift model. Having been lucky enough to play the game extensively, we're happy to report that cars do drift spectacularly around the corners. And, if you're having trouble controlling them, you are able to turn on the assists to make it easier for you.

The cars also go incredibly fast, and the feeling of speed is very well done.

You can race on your own but, if you've got some mates around then you're free to race up to three other friends via the game's Road Sweeping online mode. But at the end of the day it's the car that's really the star. And you'll surely be pleased to hear that there's a selection of over 100 to choose from, and more than 300 body kits to customise them with. So far so good. So turn the page to read our exclusive interview with the producer of the game and come back next month for the definitive review. ●



We think that's what they call drifting...

Want to customise your car's paintwork? It's easily done

CITY LIMITS

Far out in the Far East

You're given an open map of Tokyo to drive around on. Bring up the map screen and you can toggle between the various gameplay locations before speeding off. When you're close to the area you want, you just have to take the slip road off the motorway and you're there. Simple.



PSP

HGZine

HOW COMPLETE?

FIRST IMPRESSIONS

95%

80%

It's fast, it's furious... how can it possible fail?

The Fast and the Furious

You've read the preview now read the interview, as we talk to Namco Bandai about their latest driving game



Namco Bandai has a very distinguished reputation for producing some of the best driving games of all time (*Ridge Racer* anyone?), so who better to fill us in on their new driving game?

We spoke to Michael Morishita, the game's executive producer, about bringing the speed and thrills of *The Fast and the Furious* to PSP.

Are any of the cars and characters in the game taken directly from the film?

Although character models of the stars from the movie are not present in the game, all of the primary cars from the movie are featured, with every detail intricately recreated from the film's cars, along with their actual performance (horsepower, weight, handling, etc.).

What new features have been included for the PSP version over the PS2 original?

There are several brand new key PSP-exclusive features...

Swap Meet – Gamers have the chance to show off their creative side by using the PSP wireless connectivity option to trick out a ride and send it to other players via 'Swap Meet' to use in non-Career game mode.

Road Sweeping – Putting drift racing skills to the test, up to four players can be challenged in this feature where the aim is to tag as many highlighted corners as possible using drifting skills.

Oil Change – No car runs well without oil, so to increase performance, the tuner shops will offer an oil change as a purchasable item. By purchasing the oil, the player's speed and performance will be temporarily enhanced.

Extras – *The Fast and the Furious* fanatics will get a special treat in the 'Extras' section that will feature an

unlocked selection containing images of both the movie and real world cars.

Multiplayer functions are obviously important in a driving game, so what can we expect?

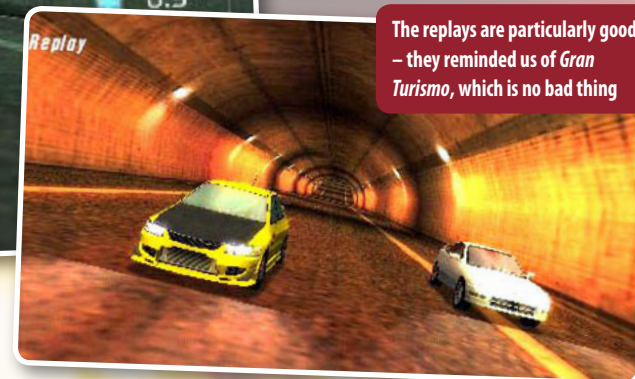
For starters, you can challenge up to three friends in multiplayer drift battles via the Road Sweeping mode. You will also be able to trade your customised cars with others through wireless play in the Swap Meet.

What will make *The Fast and the Furious* stand out against the other driving games?

From the onset we wished to do three components better than any other driving game: drifting, sense of speed, and customisation. A groundbreaking drift mechanic was developed especially for this game. The ease and option settings of the system is accessible for both beginning and veteran racing game drivers.



"The sense of speed in the game is on the verge of insanity"



The sense of speed is on the verge of insanity. You will be able to test your limits on the highways of Tokyo or train your drifting skills on the windy roads of the nearby mountains. As for customisation, players will be able to choose from over 100 Japanese tuner cars, classic muscle cars, and concept cars, with over 300 body kits from real Japanese companies. ●



THE GAMES YOU MUST OWN

The 10 games for PSP and DS that demand your attention

While it's only natural to enthuse about the latest games, it's important to remember that the greatest games aren't always the latest. Some of the most addictive creations were released way back in the early days of DS and PSP gaming, and although they may no longer command the spotlight, they remain no less enjoyable.

So this is our list of all-time greats. With top ten rundowns for both the PSP and DS, we've compiled a stellar line-up that deserve a place in every gamer's collection. For those readers who have just joined us, having received their prized piece of hardware for Christmas, it offers the perfect buyer's guide with which to build an instant collection. But seasoned gamers will also doubtless find a few hidden gems here that they never got around to buying. Happy shopping.



5 MARIO KART DS

Sure, there are other cute driving games out there, but *Mario Kart* is in a league of its own, not least as it brings 30 classic courses from previous editions to the dinky DS screen for a glorious mash-up offering near-infinite wireless multiplayer nirvana.



face of geeky wargamers. This DS edition features a new battle system that takes advantage of the two screens and wireless support, while also adding the ability to design new maps with the flick of a stylus.

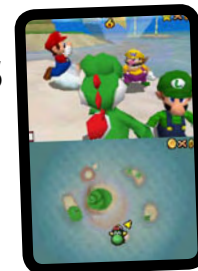
8 KIRBY: CANVAS CURSE

An action game that relies on touchscreen controls instead of key presses? Are they quite mad? That's what many thought when *Canvas Curse* first arrived on the scene. Now you can't move for DS titles with similar control methods, but this Kirby adventure remains a game to treasure.



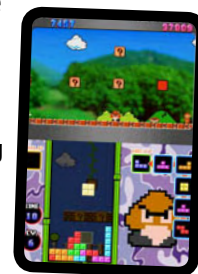
9 SUPER MARIO 64: DS

Yes, it's more Mario, but a world away from the 2D platforming of its *Super Mario Bros* cousin. Instead *Super Mario 64* somehow replicates all the cool 3D visuals that had fans of the N64 version drooling, while also bringing new characters, levels and modes to the party.



10 TETRIS DS

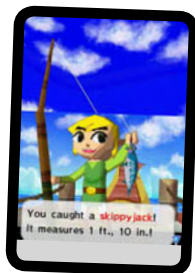
The one, the only – more than twenty years on and *Tetris* remains as addictive as ever. Best of all, the DS edition retains the basic winning formula while also offering new, more challenging variations and even making use of the DS stylus, too.



DS GAMES

1 THE LEGEND OF ZELDA: PHANTOM HOURGLASS

Everybody loves the *Zelda* games. It's the law. And when Nintendo brings the sword-swinging hero to the DS with such obvious care, attention and great use of the hardware, it would be a crime to argue.



2 NEW SUPER MARIO BROS

A step back in time with Mario is an experience to be savoured. Not least as the console's 3D capabilities boost what is essentially a classic 2D platform game. Young 'uns may scoff, but there's a world of gameplay hidden in those pixels.



3 ANIMAL CROSSING: WILD WORLD

Animal Crossing is the sort of oddity that sounds appallingly twee on paper yet which, thanks to a sprinkling of Nintendo magic, somehow translates into pure gaming gold. Think of it as digital Prozac.

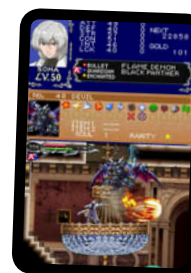


4 NINTENDOGS

The naysayers may claim that *Nintendogs* is nothing but Tamagotchi with fur, but that's the kind of thing naysayers always say. *Nintendogs'* multi-million selling status attests to its ability to appeal to man,

6 CASTLEVANIA: DAWN OF SORROW

The first game in the long-running *Castlevania* franchise to hit the DS is just so predictable, what with its laughable name, half-baked vampire themes, and scrolling platform action. But then, it's the familiarity that makes *Dawn of Sorrow* so good, with a formula polished until it shines.



7 ADVANCE WARS: DUAL STRIKE

The perfect battle strategy game for people who usually kick sand in the



PSP GAMES

1 GRAND THEFT AUTO: LIBERTY CITY STORIES

Vice City Stories is the new kid on the block, but for a first taste of *GTA* PSP-style, a spin through *Vice City* can't be bettered. How did Rockstar packed in so much driving, shooting and lowdown dirty crime into the dinky little PSP? Genius.



2 METAL GEAR SOLID: PORTABLE OPS

After two disappointing spin-offs (did anyone really enjoy playing *Acid?*), PSP owners finally got their own slice of *MGS* nirvana with *Portable Ops*, a game packing gorgeous 3D visuals and classic stealth gameplay pimped with some clever new innovations. An essential purchase.



3 PRO EVOLUTION SOCCER 2008

Another year, another version of *Pro Evolution*. Ho Hum. Or not, for *PES* is a series with an illustrious pedigree, and the latest handheld iteration will be appearing any day now – check out next month's magazine for the review.



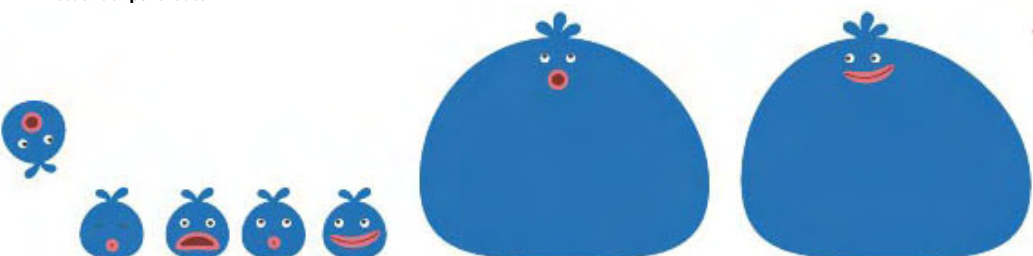
4 TEKKEN: DARK RESURRECTION

Take one stone cold classic beat-'em-up series. Give it a bunch of 3D visuals that somehow bring coin-op action to the tiny PSP screen. Add some great multiplayer support. Oh, and while you're at it, why not add some totally new PSP-exclusive additions. The result? Total. Ultraviolent. Perfection.



5 LOCOROCO

If you thought Nintendo had the monopoly on weird and wonderful handheld games then think again. The totally off-the-wall *LocoRoco* is awash with arty visuals and brimming with inventive



gameplay. It may look like a kid's cartoon, but it's anything but child's play. Simply put, *LocoRoco* is a cast-iron classic that no self-respecting PSP owner can afford not to buy.

6 RIDGE RACER

While by no means the newest speedfest on the block, *Ridge Racer* remains the definitive PSP game for vehicular pile-ups, nerve-jangling powerslides, and good, wholesome seat-of-the-pants driving fun. No ifs, no buts, you simply *must* own it.



7 FINAL FANTASY TACTICS: WAR OF THE LIONS

Square's *Final Fantasy* games can sprawl just a little too much. Not so with this lovingly crafted swords and sorcery epic. Although an update of a 1997 classic, *Tactics'* amazing CG sequences and new gameplay elements ensure plenty of bang for your buck.



8 WIPEOUT PURE

No Sony console top ten would be complete without an appearance from this turbocharged franchise. *Wipeout Pure* is eye-bleedingly fast, insanely addictive, and stylish enough to warrant an appearance in the Museum of Modern Art.



9 DAXTER

Already the co-star of *Jak & Daxter*, the half-otter, half-weasel hero strikes out on his own in a handsome PSP outing blessed with fluid arcade action, a lifetime's supply of film parodies and a surprising degree of replayability. 3D platforming at its very best.



10 LUMINES

More than half a million PSP owners can't be wrong – at least not when it comes to proclaiming their allegiance to this fabulous puzzler. It may be look like a *Tetris* clone, but *Lumines* has a magic all its own.



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PSP

Medal of Honor Heroes 2

The fate of the Allies is once more in your hands...

World War 2 may have finished almost 63 years ago, but that hasn't stopped the games industry from spending the last 20-odd years producing a seemingly endless stream of games about it. Thankfully for us, the *Medal of Honor* series is easily one of the best, and this new update does nothing to tarnish its reputation.

It's easy to forget that you're playing a graphically complex first-person shoot-'em-up on something that's only slightly larger than the average cigarette packet. Everything moves at an impressive pace – even when there's a large draw distance on some of the bigger levels – and the framerate drops on only the rarest of occasions. It's impressive stuff indeed.

Hero worship

As with the first *Medal of Honor Heroes* game, the single-player missions are only the icing on a particularly fruity

You need to take control of that gun, but there are plenty of Nazis trying to stop you

The game starts with a dramatic beach landing

Any fixed weapon in the game can be controlled, which is perfect for moments like this

"As a sequel, Heroes 2 delivers pretty much more of the same"

cake. Peel back the top layers and you'll find a multiplayer extravaganza that will keep you playing for weeks.

You can play online with up to 31 other players in the Infrastructure mode and seven in the Ad Hoc one. There's also a range of multiplayer games, too – Deathmatch, Team Death Match and Capture the Flag. All feature

maps that are variations on the single-player ones, and even when the screen is full of other gamers, there's only a small amount of lag in the graphics engine.

A typical problem with a first-person shooter on the PSP is the lack of controls. And while you'll never escape the fact that you've got one less analogue stick than a PS2, there are four different control methods to ensure that there will be one to suit most people.

As a sequel, *Heroes 2* delivers pretty much more of the same, but the first game was more than good enough to warrant an update. The single-player game may only last you around 10 hours, but the multiplayer modes are good enough to last you forever. ●

Dean Mortlock

TAKING CONTROL

Fancy going Commando?

To make the game easier to play, there are four control methods to choose from. Commando is the default and allows you to move with the analogue stick and look around with the four main buttons. Elite swaps the movement and look controls around, Pathfinder uses a mixture of the two, while Sniper allows you to control the gunsights with the Triangle button.



HGZine
Verdict

About as good a first-person shooter as you'll get on the PSP

PSP



Great graphics and framerate



Plenty of varied missions



Single-player mode's too small

8

DS

The Golden Compass

A game that's lost its way – even though it has a compass

We don't envy the developers of *The Golden Compass*. Coming up with an original game that does justice to a best-selling book and a multi-million pound film is quite a tough task.

Looking at the positives though, at least the fictional world it's based on has plenty of ideas that are perfect for a game. It's got a giant armoured polar bear for a start, and lead character Lyra has a daemon that can change into various different animals to suit the situation she's in. There's also the alethiometer – a compass-like future-gazing device – which works well with the DS touchscreen. When you're stuck or need to find the correct answer to a question another character is asking, you can bring the alethiometer up and move its hands to the appropriate symbols for help. Initially, it's all quite promising.

There are some levels that are very well devised, too. The sections where you play as Lyra are mostly platforming ones with lots of puzzles solved using her daemon, who can be switched to at any point. He has various different animal forms, all of with unique skills. So as a moth, you can scout ahead in stealth sections without being

seen, while the ermine can dig and interact with switches. Testing out these different skills to solve the trickier puzzles is good fun.

Unfortunately *The Golden Compass's* execution doesn't match its reasonable design and ideas. For a start, combat is terrible. The levels where you play as lorek the polar bear are particularly bad and just call for one-button bashing to finish off each dumb enemy. Visually it doesn't look very good either – the cut-scenes are static and dull and the environments are very samey. Even the alethiometer ends up being tiresome when you're forced to regularly enter its screen to find any hidden doors.

It's a shame (although not that unexpected, being a film licence game) but *The Golden Compass* is a game that hasn't quite found its direction. ●

Kath Brice

FORTUNE TELLING

Let the compass guide you

Once Lyra gets the alethiometer almost halfway through the game, you can then use it to get through conversations with other characters. In conversations there are multiple answers to choose from and selecting the wrong one can mean you fail the level. The alethiometer highlights the correct one provided you use the right symbols to represent the question.

When playing as lorek you must protect Lyra from enemies. lorek has a few different moves but none are that impressive

Lyra comes into contact with many different characters throughout the game

This locked door is passed by flying through the air vent above it as a moth, then switching to wildcat. Obviously

"Lyra's daemon has various animal forms, all with unique skills"

HGZine
Verdict

A varied adventure that's sadly spoilt by its poor combat and looks

DS

- ✓ Levels are all nicely varied
- ✓ There are some clever puzzles
- ✗ A lot of it lacks polish

5

PSP

Patapon

With more taps than B&Q, this bizarre hybrid is destined for cult status

When you're trying to sleep, it's not uncommon to get a tune lodged in your brain. And if you play *Patapon* in bed, you'll soon know exactly why we're mentioning it here. It's a rhythm-action cum strategy game (if you can imagine such a thing) which has an infectious repetitive riff that will be burbling round your cranium well into the early hours.

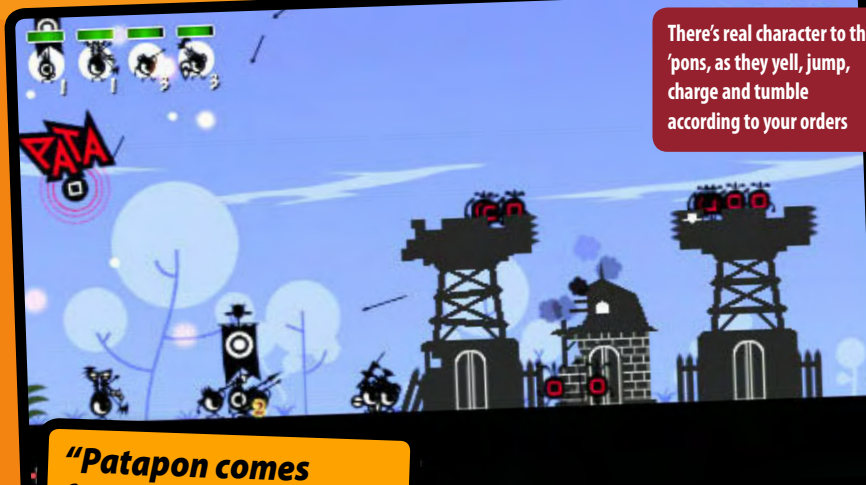
Going Loco

It comes from the makers of *LocoRoco*, though aside from sharing a gorgeous 2D art style and some memorably cute little characters, they're very different beasts. You guide your patapon army through flat, side-scrolling levels, killing rival red soldiers for weapons and items, beasts and birds for meat and money, and bosses for certain special objects. This is accomplished by tapping out a rhythm on the PSP's face

Each time you beat a boss, it levels up, so returning with a more powerful squad doesn't necessarily mean an easier fight



You'll soon learn to plan ahead, given that you have to wait four beats for your team to react to a command



There's real character to the 'pons, as they yell, jump, charge and tumble according to your orders

"Patapon comes from the makers of LocoRoco, but they're very different beasts"

buttons, each of which represents a different drum. Square is 'pata', Circle is 'pon', Triangle 'chaka' and the Cross button is a bassy 'don'. You gradually learn different beat patterns – for advancing, retreating, attacking etc. – and your men repeat the chant back at you for every rhythm you bash out.

Timing your taps perfectly enables 'fever' mode – your archers' arrows will fly further, while your cavalry charge with greater gusto. Meanwhile,

collecting magic items enables you to control the weather – from rain to dampen fires, to wind that blows arrows to hit distant targets. It might sound strange, but it works... mostly.

Unfortunately the game's structure exacerbates the repetitive nature of the game. To gain enough materials to create more powerful 'pon, you'll have to revisit stages and boss fights several time. It's not a huge issue, and the game's charm carries it through, but it's enough to stop *Patapon* scaling the heights of the fabulous *LocoRoco*.

Chris Schilling

CRAZY BEAT

It's all in the rhythm, man...



Get the beat down

Pat-a-pinch

Tree cheers

Get the beat down

Perfect timing with the metronomic beat is essential to quickly get into Fever mode. It's easy to tell how well you're performing, as the drums make a much fuller sound when you get the beat dead-on. The game is forgiving of slightly mistimed beats, allowing you to remain in Fever mode until your tapping really goes awry.

HGZine
Verdict

Original and inventive, it only just misses out on being a classic

PSP

- Brilliant 2D graphics
- Rewarding, fun gameplay
- Can get a bit repetitive

8

PSP

Beowulf

Beowulf in average film license shocker!

We all know very well that movie licenses are about as mixed a bag as you can possibly get. For every good one there's a multitude of poor clones and lazy updates. Our initial thought with *Beowulf* though, was that this could be one of the games that bucks the trend. I mean, massive warrior fighting seemingly impossible odds? It almost sounds like the plot for a videogame right there. It also doesn't take a genius to imagine that the best possible game for *Beowulf* to emulate would be the modern classic *God of War*. Which is does, only not very successfully.

Publisher: Ubisoft
Developer: Tiwak
Heritage: Tork (Xbox)
Link: www.ubi.com
OUT NOW

ONCE UPON A TIME...

The story behind the legend

Although the recent *Beowulf* film features cutting-edge computer animation, the story behind it is considerably older. 900 years older to be exact. Starting out as a poem, it centres around the hero (Beowulf) and his battles with three antagonists – Grendel, Grendel's mother and a dragon. Here endeth the history lesson.

Beowulf promised himself that this would be the last time he'd be talked into going on a blind date

There aren't a lot of smiles in *Beowulf*. Plenty of action, though

These Wolverine-influenced creatures can cause you problems

The dramatic graphics are influenced by the film, rather than taken from it

"Beowulf emulates *God of War*, only not very successfully"

HGZine Verdict *Very average, but Beowulf is a game that could've been so much more*

PSP

- 👍 The graphics are good
- 👍 And there's plenty to kill
- 👎 Another average film license

7

Dean Mortlock

Where Wulf?

The main problem with *Beowulf* though, is that the control method just

doesn't work well enough. Rather than include a decent automatically controlled camera or a workable lock-on system for the battles, you're pretty much left to do everything yourself. This means that in the heat of a fierce fight you're often left swinging wildly at thin air, while an army of Titans slice chunks out of you.

Sadly, we have to admit that *Beowulf* is yet another film license that had the potential to use its subject matter to create something original, but ends up taking the easier route and being something far more generic and, therefore, far more forgettable. ●

DS

Final Fantasy XII: Revenant Wings

Take to the skies with Vaan and co. in this strategy role-player

Publisher: Square-Enix
Developer: Square-Enix
Heritage: Final Fantasy series, Dragon Quest series
Link: <http://na.square-enix.com/ffxiirw>
ETA: 15th February

Final Fantasy spin-offs always suffer from the same problem: they're not *Final Fantasy* games. The role-playing series has had its ups and downs, but it's one of the most consistent franchises around. But every time a developer tries to create something from the *FF* universe, something goes wrong. So, while it's gratifying that *Revenant Wings* is one of the better examples of such a diversion, it still has a few niggly flaws that prevent it from reaching greatness.

The story follows directly on from *Final Fantasy XII*, with anorexic space scoundrel Vaan teaming up with chums Penelo, Balthier and Fran to hunt for further treasure – as pirates do. Naturally things aren't quite as simple as digging up the loot and splitting the proceeds, and the four are called into helping some folks in

trouble. Then it all turns a bit *Heroes of Mana*, and you're ushered into a real-time strategy game, with role-playing trappings for the hardcore fans.

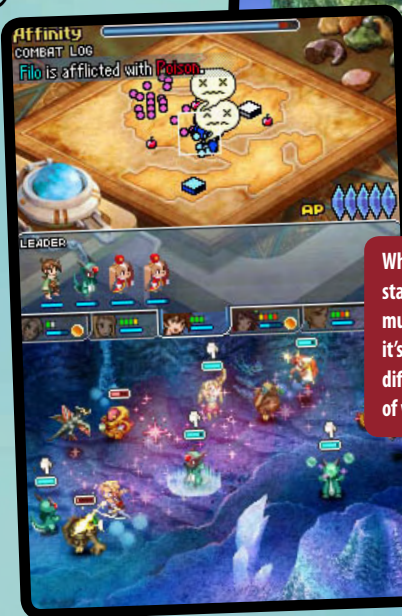
Perfect controls

It's more polished – though oddly less charming – than *Mana*, with its stylus controls refined to near perfection, as you control your characters and the monsters they summon with simple prods and slides. You can use button controls as useful shortcuts, and the game reuses several elements from its older brother, with Gambits making a welcome return as you customise your party. It's all nicely balanced, with a well-moderated difficulty curve and plenty of sidequests to embark upon. The graphics are terrific – nicely-drawn 2D characters yomp around detailed 3D backdrops, while the CGI cut-scenes are particularly noteworthy.

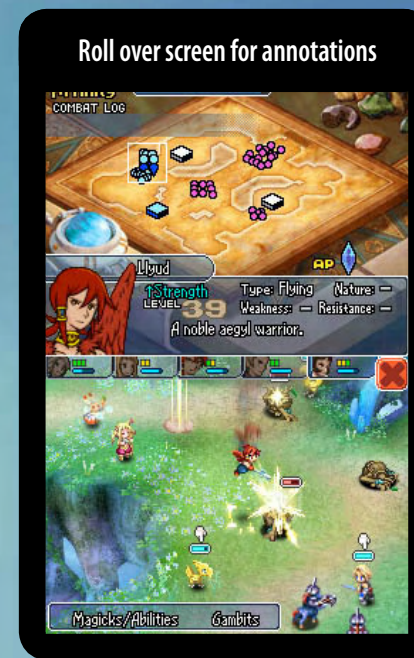
"It's all nicely balanced, with a well-moderated difficulty curve"



The attention to detail is admirable – everything from the menus to the map screen looks polished and professional



When your characters start suffering from multiple afflictions, it's occasionally difficult to keep track of who has what



Ah, that's nice – he's given you a present



Revenant Wings just lacks a little bit of magic, which makes its small niggles that bit harder to take – the slow pace becomes a trudge on later, harder stages, and it's not always easy to effectively monitor the chaotic battles. But if you're after a long-lasting, hugely polished strategy game, then *Wings* will keep you flying high for weeks. ●

Chris Schilling

HGZine
Verdict

A strategy game that gets off the ground but never quite soars

DS

- Typically lush presentation
- Addictive, balanced gameplay
- A touch slow

7

DS

Geometry Wars: Galaxies

In space, no-one can hear two screens

Not since GCSE trigonometry have triangles been so scary. Yet solving Pythagoras' theorem was a cinch compared to avoiding ten or more of the blighters in a tight corner, each hell-bent on smashing your tiny spaceship into a gazillion pieces. They're not the only ones, either – those squares and diamonds are at it too. Welcome to *Geometry Wars*... you're going to love it.

Comparisons will inevitably be made to the game which spawned it – Xbox Live Arcade game *Geometry Wars: Retro Evolved* – and indeed, a version of that game is included here. Yet the main game is more an expanded version of *Geometry Wars: Waves*, which came as a freebie extra in *Project Gotham Racing 4*. Here you have to collect 'geoms' from

destroyed foes, which act both as a bonus multiplier and a currency for unlocking galaxies. There's a lovely risk/reward principle at work, where you have to venture too close to enemies just to collect more geoms to boost your score. A nice touch.

Neon lights

While its 2D neon visuals have obviously taken a hit from the hi-def original, it expands the gameplay intelligently from one single endless stage to several shorter missions. These add tremendous variety – some give you just one life, some overwhelm you with enemies, some have obstacles to manoeuvre round – and you'll need to change your approach regularly. The twin-stick controls have been replaced by a system where you use the D-pad to move and sweep the stylus to fire. After a short period of adjustment it works just fine – indeed, we were getting high scores far more readily than the insanely tough 360 version.

With a marvellous two-player versus mode (use the stylus to launch ships onto your opponent's screen), DS-to-Wii link-up and more options than you can jab a stylus at, *Galaxies* just about makes up for being six times more expensive than its predecessor. Just.

Chris Schilling

"Galaxies just about makes up for being six times more expensive than its predecessor"

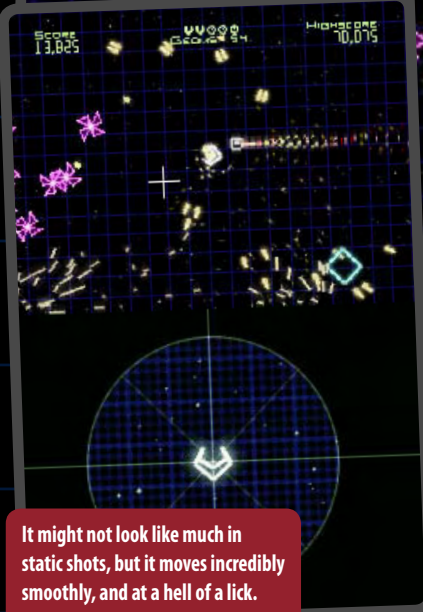
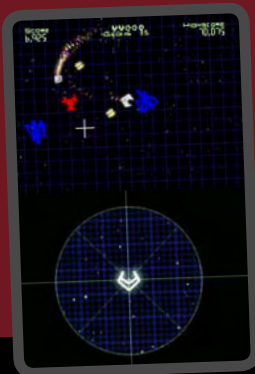
Some enemies zoom directly towards you, some try to come in from the side, while others swamp you with sheer numbers. Often at the same time

The action can get incredibly tense and hectic. At times like this, squeeze the shoulder button to use a smart bomb which destroys everything onscreen

THROW ME A DRONE

Help is at hand...

A tiny drone ship follows you around, occasionally pinging off a few shots here and there to help your cause. It's assistance isn't particularly helpful to start with, but as you progress you can level-up your drone and set it specific patterns to follow. Ask it to collect geoms, defend your ship from the rear or circle your craft, killing anything that hits it.



HGZine Verdict *The perfect remake... apart from the small matter of the price*

DS

- Frantic, old-school gameplay
- Bags of variety throughout
- Not particularly good value

8

It might not look like much in static shots, but it moves incredibly smoothly, and at a hell of a lick. Stylish, in a retro-chic way...

Boogie

Dance yourself dizzy

Already a minor hit on the Wii, *Boogie* is a fine example of how a rhythm game can be made to work well on the DS. The stylus is used to great effect to swipe along with the music and there is an impressive range of game modes, too.

While the DS version of *Boogie* is missing the Karaoke option of the Wii game, it does feature a 3D option – complete with a set of 3D glasses. Turn on the 3D graphics mode and although you do lose some of the game's colour – the 3D mode is a lot more subdued – it is definitely more than just a novelty feature.

While we would have to admit that we still prefer *Elite Beat Agents* as our rhythm game of choice, there's a lot to recommend *Boogie* and it has enough style and neat touches to make it well worth checking out. ●

Dean Mortlock

Graphically, *Boogie* is certainly very colourful

"Boogie does feature a 3D mode – complete with 3D glasses"

Sadly, the 3D mode isn't quite as colourful, though

**HGZine
Verdict**

Great rhythm action game with some neat original features, too

DS

- Great fun to play
- 3D mode works well
- Some classic tunes

7

Crazy Pig

Pork life

We've had dogs, cats and even horses, so what's next for the animal sim? Slugs? Starfish? Elephants? Or maybe pigs...

Crazy Pig apes a lot of the gameplay elements of *Nintendogs*, so you have your piglet, which you look after by feeding him, keeping him happy and cleaning him up. Where it differs from *Nintendogs* though, is that it attempts to squeeze in some humour to the genre. And the microphone and touchscreen are

used to good effect on occasions, too.

The game is split into two parts: One where you actually

"Crazy Pig apes a lot of the gameplay of Nintendogs"

Look! Look! It's a talking pig in a bandanna!



raise the pig and take care of him, and the mini-games (of which there are seven in total) that make up the other half of the game, giving you the opportunity to earn items for your pig.

It does have a charm of its own though, and fans of similar titles will find something to enjoy here. What's doubtful though is whether that enjoyment will last as long as you'd hoped that it would. ●

Dean Mortlock

**HGZine
Verdict**

A step too far for the animal sim? We suspect that it might be

DS

- Plenty of mini-games...
- ...but they're mostly average
- Soon becomes dull

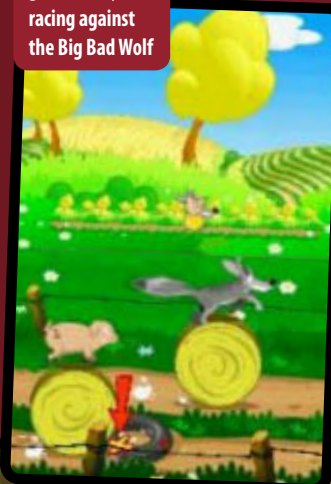
5



Publisher: Koch Media
Developer: Kaolink
Heritage: Mobile phone game developer
Link: www.deepsilver.com
OUT NOW

DS

One of the mini-games has you racing against the Big Bad Wolf



One day cute pet and the next... gammon and chips



MOBILE REVIEWS

All the latest from the world of mobile phone gaming



XIII: Covert Identity

Publisher: Gameloft

Gameloft has wisely kept things simple here, with context sensitive buttons commands and some pretty straightforward mission aims. But the game still stands out from the crowd – killing an enemy and seeing him emit a massive 'ARGH!' speech bubble should bring a smile to the face of every gamer. This is really excellent stuff.

- ✓ Lovely cartoon visuals
- ✓ Plenty of action
- ✓ Presents a stern challenge

Great comic book action

8

God of War: Betrayal

Publisher: Sony Online Entertainment

Translating a successful PS2 franchise to the humble mobile phone is a tall order, but Sony have managed it, as all the action of the console series has been successfully relocated to your mobile.

With lush visuals, and silky-smooth controls, GoW: Betrayal stands out as one of the finest mobile phone titles we've had the pleasure of experiencing for ages. Recommended.



- ✓ Stunning presentation
- ✓ Exciting action
- ✓ Fantastic controls

Mobile gaming fit for gods

9



Sega Puzzle Pack: Blue

Publisher: Sega

Sega is obviously still full of Christmas spirit, as instead of releasing one classic puzzler, they've put two in the same package. Columns and Puyo Pop may be as old as the hills but they're quintessential puzzle titles that have a timeless quality. It's a shame Sega couldn't have bundled two slightly more different pieces of software as they are both quite similar, but this is a relatively minor complaint.

Action game fans may wonder what all the fuss is about, but true puzzle aficionados will be pleased as punch with this package.

- ✓ Both games are classics
- ✓ Extremely addictive
- ✗ The games are a little too alike

Two classics for the price of one

7

American Gangster

Publisher: Gameloft

Ridley Scott's latest cinematic epic is getting some pretty favourable reviews at the moment, so it's nice to see the mobile phone interpretation is decent, too. It's an unapologetic Grand Theft Auto clone, and for the most part it succeeds in translating GTA's free-roaming world to the mobile phone. Sadly, control issues stop things being as intuitive as they could be, and driving around the streets of Harlem soon becomes an exercise in frustration. Still, this is decent enough, and GTA fans may want to give it a spin.



- ✓ Visually gorgeous
- ✓ Impressive freedom
- ✗ Car controls feel wrong

GTA on your mobile? Not quite

6



RECOMMENDED
Four mobile games you must own

3D Rollercoaster Rush

(Digital Chocolate)

All the fun of the fair on your mobile

Bombberman

(Namco)

The white bomber is back for some more fun

Championship Manager 2007

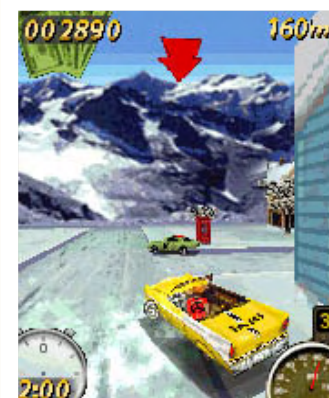
(Eidos)

Better kiss your spare time goodbye

SimCity

(EA Mobile)

Classic city building fun in mobile form



Super Taxi Driver

Publisher: Microforum

Did someone say Crazy Taxi? The inspiration for Super Taxi Driver is clear for all to see, as the visuals are practically a direct lift from Sega's classic arcade game and the gameplay is eerily similar. Sadly, it's nowhere near as accomplished, though. The graphics are blocky and ill defined, the controls are awkward and the collision detection is so broken it feels like oncoming cars have some kind of bizarre invisible force field surrounding them. Super Taxi Driver really isn't fit to be compared to the game it tries so hard to emulate.

- ✗ Terrible visuals
- ✗ Annoying controls
- ✗ Frustrating gameplay

Please order a taxi for this one

3

> Inbox

Your questions answered and your fears put to rest, courtesy of HGZine!

READER FEEDBACK!
Click here to send us a letter now!

WHY IS IT THAT MOVIES based on games are rubbish and games based on movies are often the same?

Steve MacIntosh, Leeds

>> That's a good question, Steve. We suspect that the reason why the movies are often bad is simply because of the directors that make them. Until the likes of Spielberg start making films based on games then it'll always be the case.

As for games based on movies, then while it's true that a lot of them are average, there is the odd good one out there – *Ratatouille* from THQ being a good example.



Don't miss Issue 13

Out Feb 14

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WHAT GAMES DO YOU RECOMMEND that I should look out for in this year? I know that there aren't that many PSP games coming out, but I'd still appreciate it if you could point me in the right direction. Thanks.

Will Barrett, London

>> You'd be surprised Will, as there's actually a lot more PSP games coming out this year than you might think, and there are some real gems, too.

In last month's issue of HGZine we did a massive round-up of games being released in 2008, and you can download a copy for free by going to the Gamerzines website (www.gamerzines.com) and clicking on the 'Back Issues' link.

I READ ON A WEBSITE that *Assassin's Creed* was coming out for the DS. I'm a massive fan of the Xbox 360 version and wondered how they would be able to make such a stunning game on such a small console. Have you heard anything about the game, or is the website making it up?

Matt Graham, Swansea

>> Hi Matt, good news travels fast. Yes, it was officially announced on our deadline day that *Assassin's Creed* will be coming to the DS sometime this Spring.

The game's full title is *Assassin's Creed Altair's Chronicles* and although it obviously won't be able to match the graphical splendour of the 360 game, it still looks stunning. We'll have much more on this exciting new game next month.



Assassin's Creed Altair's Chronicles on the DS. We're very excited about it and I think you will be too

ONE OF THE REASONS I BOUGHT MY PSP was to watch UMD movies on it, but I can't find any in the shops. Are they still making them, and where would you recommend I get new ones?

Robin Coomber, Exeter

>> To be honest, the UMD format was always doomed to failure, and so it's very rare to find new movies. Having said that, you can pick up some real bargains now, either online or through your local game store. One near us for example has three top films for sale for just £10.



Ratatouille for the PSP – one decent movie license that's worth checking out

GAME MATTERS

Your thoughts on the games you really want to play...

I'M STARTING TO GET BORED of waiting for *PES 2008* to come out on my PSP. Will it ever arrive or should I just buy *FIFA*?

Andrew Collins, Ipswich

>> Yes Andrew, your patience will be rewarded, as *PES 2008* should be out in a couple of weeks – barring any last-minute delays. Check out next month's magazine for our review.

I SAW THE TRAILER for the new *Iron Man* film the other day and it looks mint. Any chance of a game for it on DS or PSP?

Ian Clarke, Bournemouth

>> Good news, as *Iron Man* is being released for both DS and PSP around the same time as the film – May. We haven't seen anything on it so far, but as soon as we do then you lot will be the first to know.

WITH THE OLYMPICS BEING HELD THIS YEAR I've noticed that there are quite a few event-based games coming out. Which one do you recommend I check out?

Babber, Sheffield

>> We reckon that *New International Track & Field* on the DS could take gold here.

REVIEW SPECTACULAR WINTER WARMERS!

In **HGZine** Issue 13

It may be cold outside but we've got plenty to keep you warm, including red hot reviews of...

PRO EVOLUTION
SOCCER 2008

PROFESSOR LAYTON AND
THE CURIOUS VILLAGE

NEED FOR SPEED
PROSTREET

ADVANCE WARS:
DAYS OF RUIN

FIFA STREET 3

THE FAST AND
THE FURIOUS

PREVIEWS

Off Road
Teenage Zombies
Crisis Core –
Final Fantasy VII

MARIO & SONIC AT
THE OLYMPIC GAMES

MORE REVIEWS

Fading Shadows
Ratatouille: Food Frenzy
Dragon Quest Monsters: Joker

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